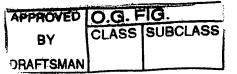


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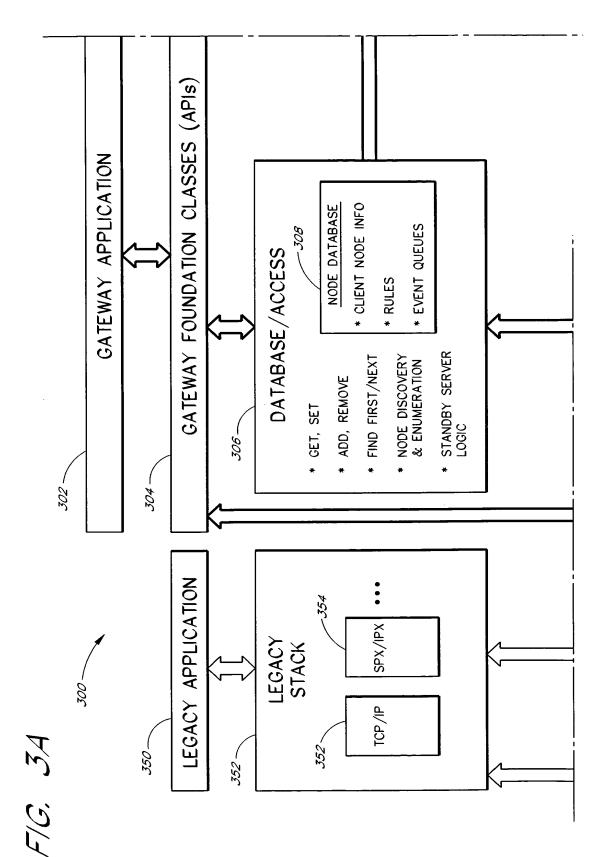
	• •
207	APPLICATION
206-	PRESENTATION
205	SESSION
204-	TRANSPORT
203	NETWORK
202	DATA-LINK
201	PHYSICAL
	

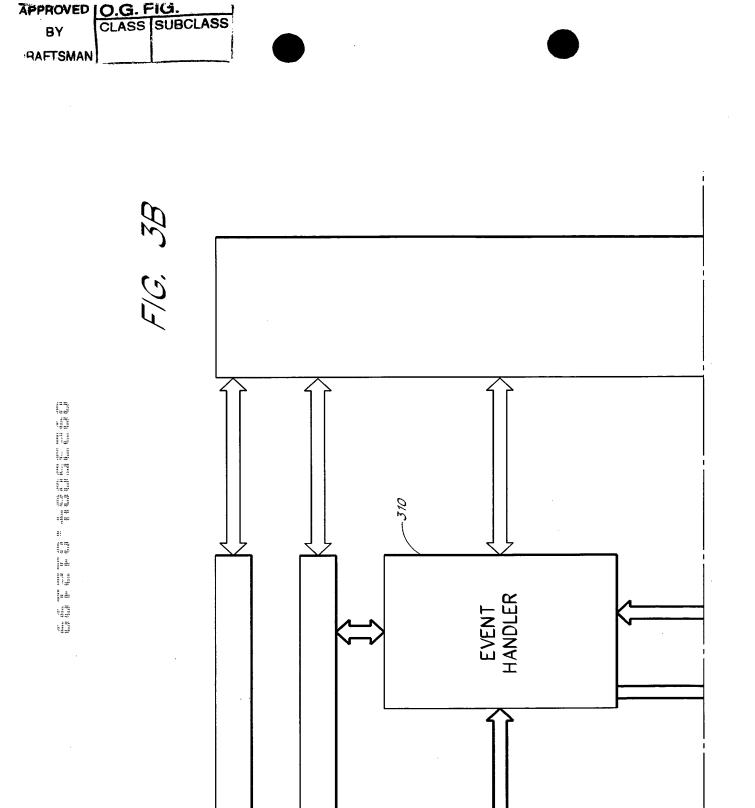
F/G. 2

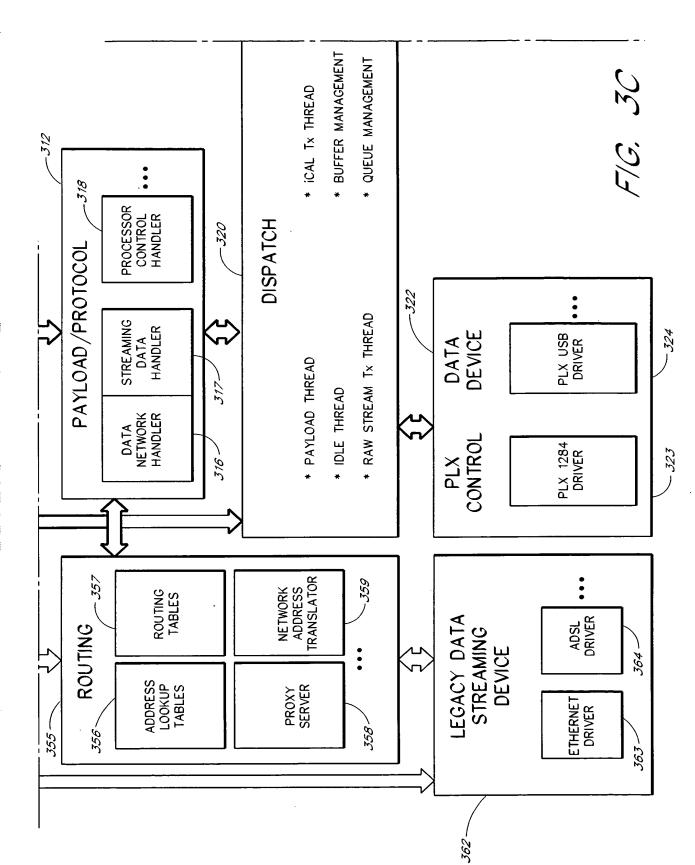
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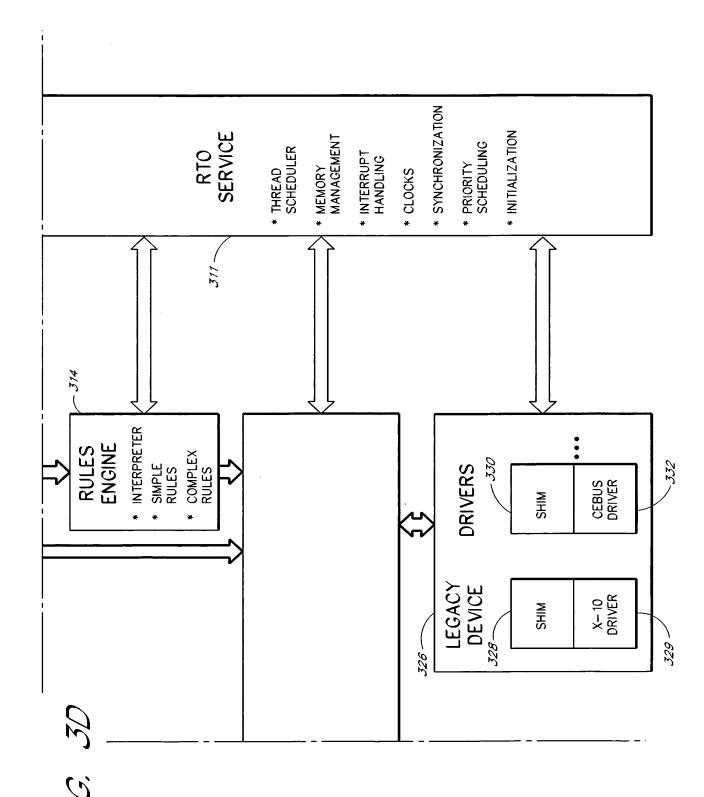
FIG. 3A	FIG. 3B
FIG. 3C	F/G. 3D

F/G. 3

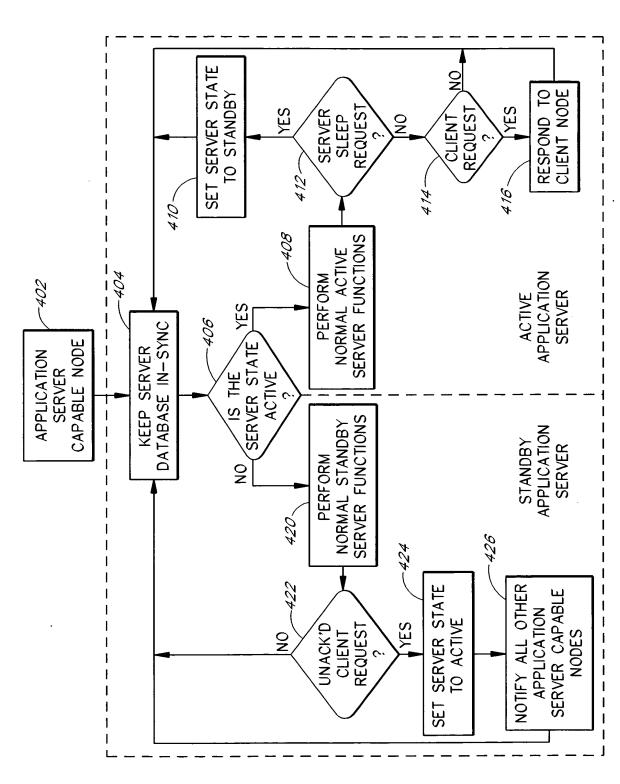








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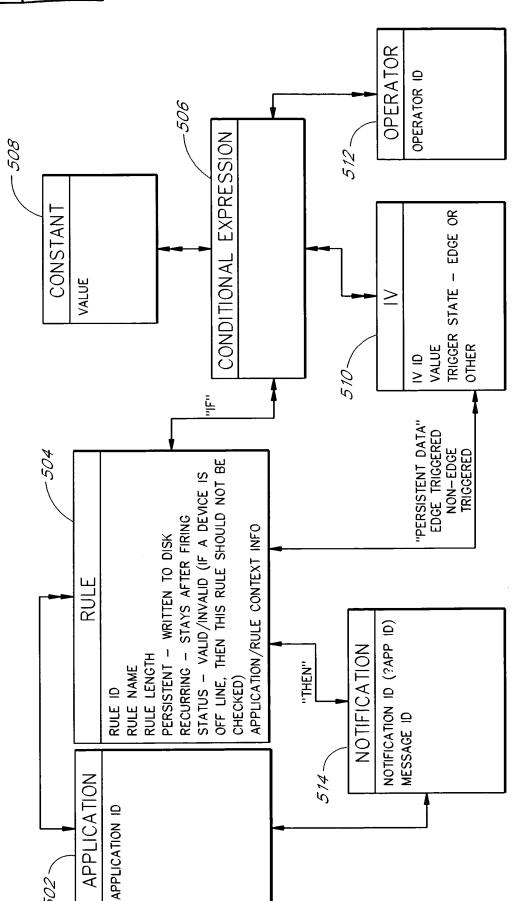


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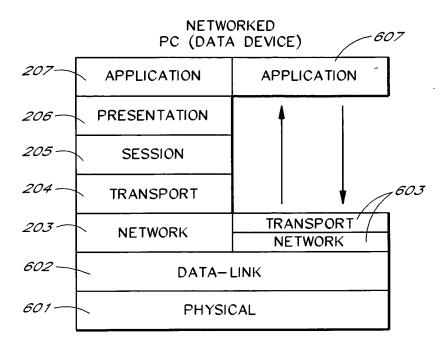
F/G. 4

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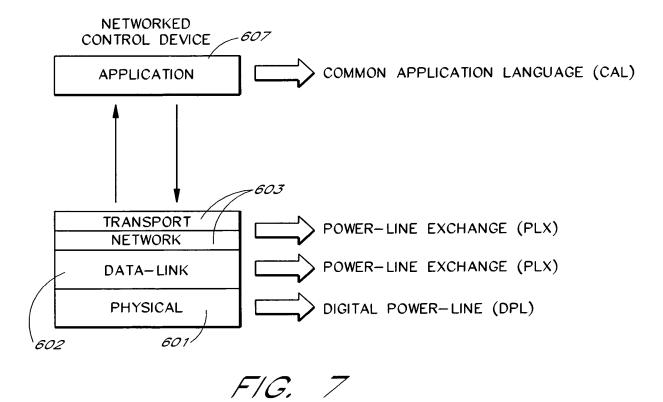
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F/G. 5



F/G. 6



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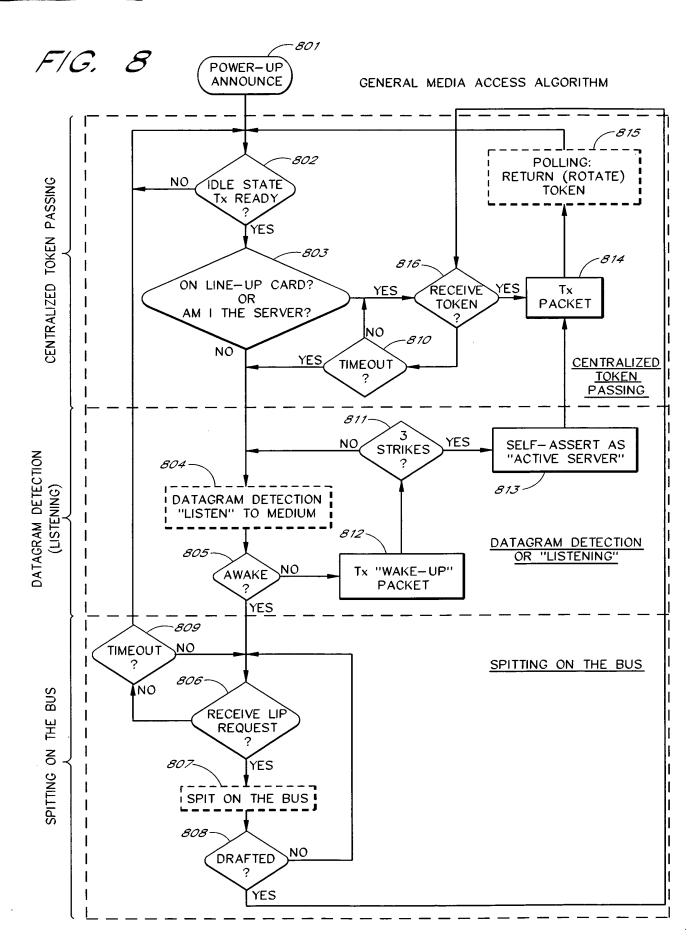
APPROVED O.G. FIG.				
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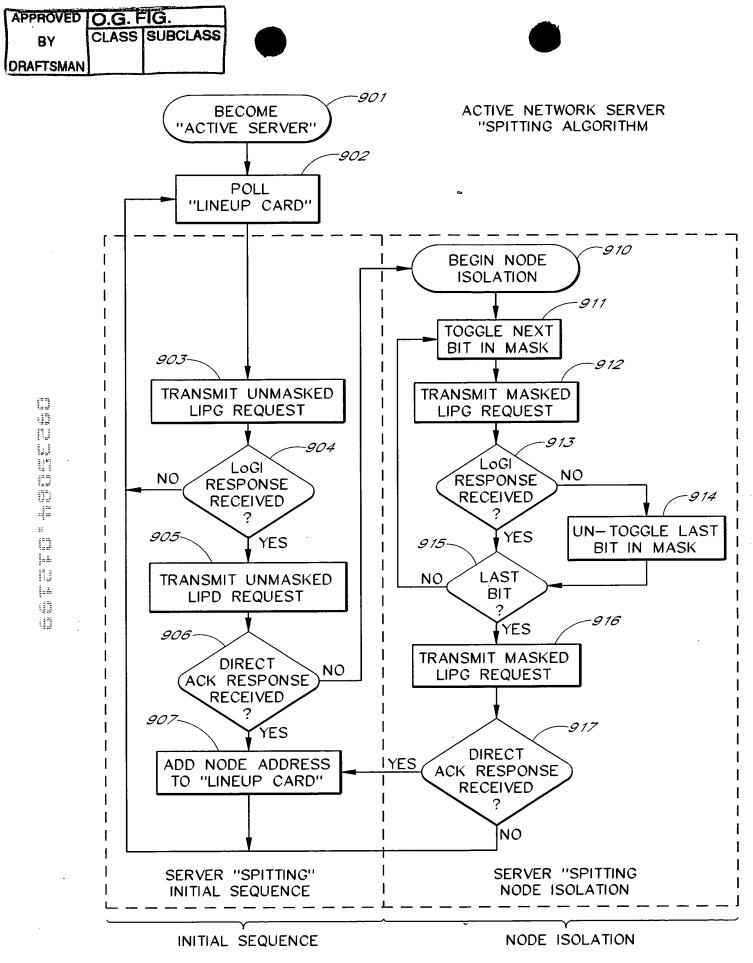


FIG. 9A

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CLIENT "SPITTING" ALGORITHM

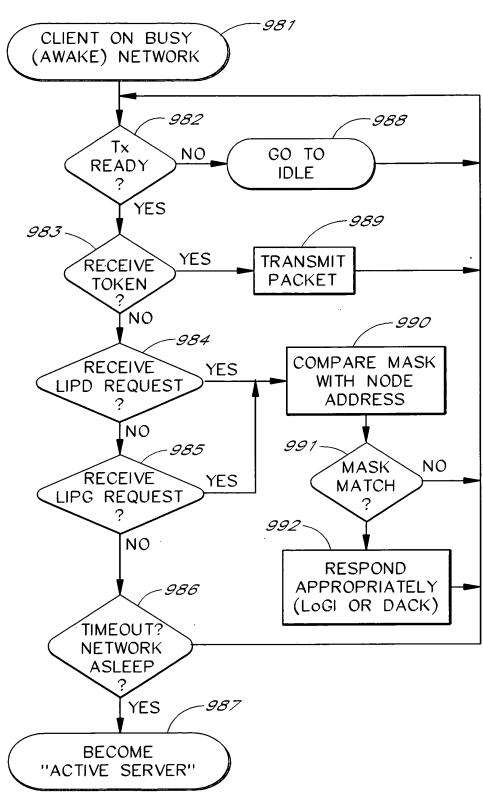


FIG. 9B

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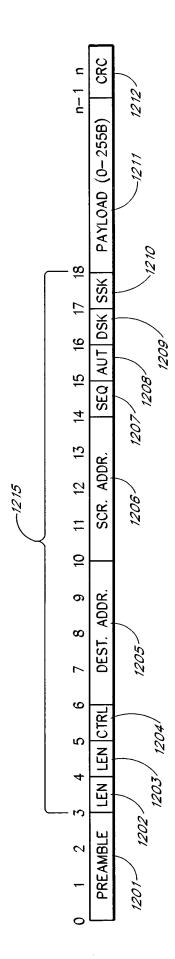
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1001-ACTIVE NETWORK SERVER BECOME POLLING ALGORITHM "ACTIVE SERVER" 1010-1002-Tx PERIODIC YES "SERVER SPLIT" LIP PACKET SEQUENCE.... NO 1003 LOOK AT NEXT "LINEUP CARD" ENTRY -1011 -1004 GIVE MYSELF TOKEN YES "LINEUP CARD" (TRANSMIT IF NEEDED) **WRAP** 1005 NO GIVE TOKEN TO **NEXT NODE** -1006 RESPONSE YES TIMEOUT NO -1012 1007 DID NO **DECREMENT** NODE USE "ACTIVE" COUNT **TOKEN** YES -1008 ARE NO ALL NODES INACTIVE -1009 YES BECOME "INACTIVE" FIG. 10 CLIENT SEQUENCE

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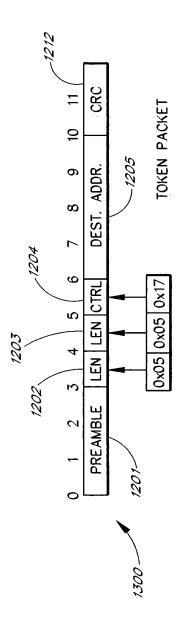
F/G 77



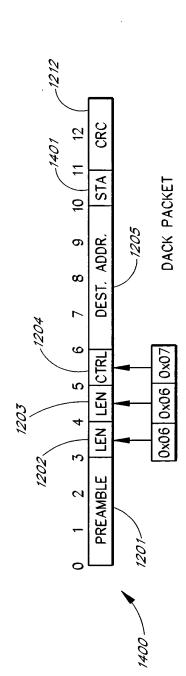
F/G. 12

7/5



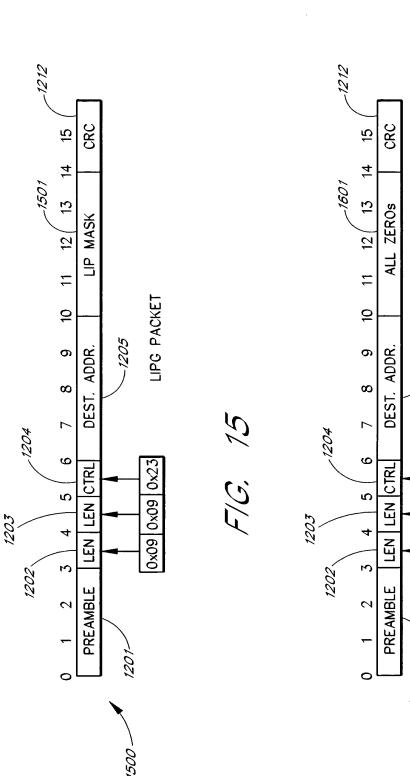


F/G. 13



F/G. 14





-/6: 76

LIPG PACKET

0x27

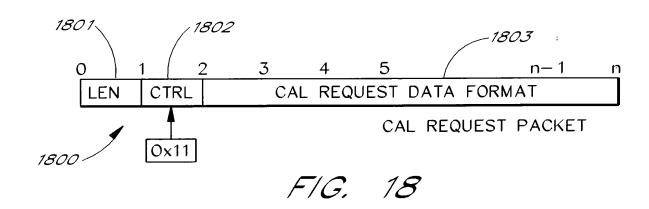
60x0 60x0

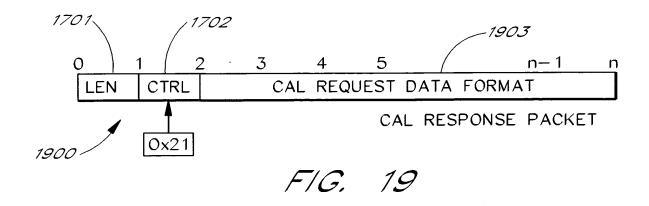






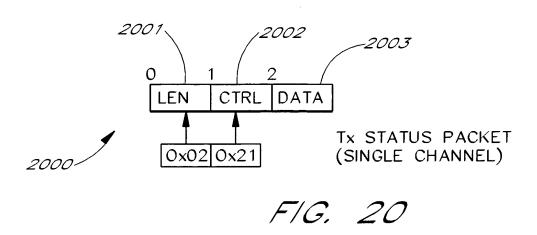
F/G. 17

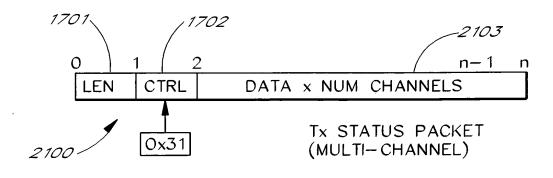












F/G. 21

